## Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

## Listing of the Claims

1.      (Currently Amended) An electronic apparatus comprising:

a graphics memory storing a first and a second graphics object;

an OSD processor generating a first digital stream representing the first graphics object;

a pictures memory containing a picture and generating a second digital stream;

a mixer able to mix the first digital stream and the second digital stream into a video signal;

means for generating an overlap cue if an overlap is detected between the first and the second graphics objects; and

means for converting the second graphics object into still picture data if said overlap cue indicating said overlap between the first and the second graphics object is generated; and

means for writing the still picture data to the picture memory.


2.      (Cancelled)


3.      (Previously Presented) An electronic apparatus according to Claim 1, comprising a means for controlling the mixer, means for conversion and means for writing as a function of the overlap cue.


4.      (Previously Presented) An electronic apparatus according to Claim 1, comprising a video memory supplied by a decoder and linked to the mixer.

5.        (Previously Presented) An electronic apparatus according to Claim 1, wherein the video signal is transmitted to an output connector.

6.        (Previously Presented) An electronic apparatus according to Claim 1, wherein the means for converting the second graphics object into picture data are a piece of software executed by a main controller.

7.        (Previously Presented) An electronic apparatus according to Claim 1, in which the picture memory is a stationary picture memory.

8.        (Cancelled)

9.        (Cancelled)

10.       (Currently Amended) A process for generating a video signal, comprising the following steps:

        reception of a command to display a first and a second graphics object;

        detection of a possible overlap between the first and the second graphics object;

        if absence of overlap, generation by an OSD processor of a digital stream representing the first graphics object and the second graphics object, and generation of a video signal based on the digital stream;

        if presence of an overlap: generation by an OSD processor of a first digital stream representing a first graphics object;

        conversion of the second graphics object into a <u>still</u> picture; writing of the <u>still</u> picture to a memory;

        generation of a second digital stream from the memory;

        mixing of the first digital stream and of the second digital stream;

        generation of a video signal from said mixture.

11.       (Cancelled)